

**ABSTRACT OF THE DISCLOSURE**

[1051] A basic input/output system (BIOS) evaluates a plurality of performance state data that is stored in a disposable memory to determine if one of the plurality matches a set of processor criteria, which correspond to a processor of the computer system. Each of the plurality of performance state data corresponds to one or more processors. The BIOS selects the one of the plurality that matches the criteria to some degree (e.g., exactly, nearly, etc.) and stores it in BIOS runtime memory. If there are no matches, then the BIOS may select a default performance state table or dynamically generate a performance state table.